

**Methods and Devices for Coding or Decoding an Audio Signal
or Bit Stream**

Abstract

In a method for coding an audio signal to obtain a coded bit stream, discrete-time samples of the audio signal are transformed into the frequency domain to obtain spectral values. The spectral values are coded with a code table having a limited number of code words of different lengths to obtain spectral values coded by code words, the length of a code word assigned to a spectral value being that much shorter the higher the probability of occurrence of the spectral value is. A raster is then specified for the coded bit stream, the raster having equidistant raster points and the distance between the raster points depending on the code table(s) used. In order to obtain error-tolerant Huffman coding, priority code words, which represent particular spectral values which are psycho-acoustically more important than other spectral values, are so arranged in the raster that the start of each priority code word coincides with a raster point.

CODED FOR DECODE